

ABSTRACT

This invention relates generally to a game, and more particularly to an electronic game that simulates trading securities on an exchange. The game of the present invention is preferably played as a video gaming machine for gambling

5 purposes. A computing device is provided having, among other things, a video screen display on which a line chart is displayed. The computing device also includes a selection device, which provides a means by which the player interacts with the computing device to “buy” or “sell”. The line chart includes a vertical axis that corresponds to the value or price of one or more securities, and a horizontal axis that
10 corresponds to time. A segmented line is plotted on the line chart during a round of play. A random number generator randomly determines the vertical axis value for each point plotted along the segmented line.